

Approved For Release 2000/08/07 : CIA-RDP96-00788R000500090002-70
Analyst Notes

Called to BW at 0745 Nov 80
7165

Project: 8035
Session: DC-3
051400 Nov 80
RV: #27.5
IV: #66

- +02 Impression multi-windored bldg -
fairly large - some kind of shutters
4 floors
across street
- + Move above
Small slant \searrow to side
General residences
big lake to SW
edge of city
& small "r" shape silhouetted
- +6 Focus solely on target of interest,
describe activity at present time
nothing thru streets bldgs. No acty
- # +8 See him move inside building with
multi-windows
- +9 impression shutters are drop screens
behind bldg isn't complete - like con-
struction.
Everything is bare, like stripped
no people
- # Let's put him down on the ground
from which he can observe the

building, and start our time march

+12 corner intersection

3 cylinder round things on roof
white squares down side
black " " front

+14 8 Nov 1600 hours 1980

like wall turned to powder - people
wearing white - walking in
groups of two - moving quickly

Silver grid work inside

8 groups people, two people to group
stop, bend over, straight up

##⁺¹⁴ Is this activity inside or outside?

11 Nov 1600 hours 1980

Endwork is all that's left
indiv. illumination of cubes
people in building now

some people talking/sleeping/reclining
in cubes.

+26 OK, let's move on to the next time slot
14 Nov 1600 hours 1980

motion - difference in attitude.
no people
cubes are black

+27 Impression of AC on left rear

++30 Have him turn around 180°, face away from building, observe activity in that direction as we move back thru time.

large white road glass bubble on left, mns in background
lot of crosses on ground

wing or something large bird's

11 November, 1600 hrs.

different in a way
road, diff. small one parallel
but oriented slightly different
glass bubble is to L, rear 80° to R.

8 Nov 1600 hrs.

+36 iridescent blue wall splattered w/white
whls moving

present time

row of very big bldgs but cant
blocks at openings edge of stop
curved roofs
green asphalt

far distance X or crosses on
ground - have shadows - more
three dimensional

++39 OK, That's it